Standard:

Use place value understanding and properties of operations to perform multi-digit arithmetic.

Practice Standard:

Add two- and three-digit whole numbers (limit sums from 100 through 1,000).

What visual(s) will you use?

I will provide to students who struggle with the mental math strategies:

-hundreds chart

-10 frames

Mental Math activity:

**PIG**



By **Roger Rooke**  
Age Range: **7 to 11**

Materials:

-die or dice

-score sheet

Players:

2 teams of one or more players each

Object of the game:

Use mental math strategies to add (or multiply).

Directions:

1. Roll to decide who goes first.
2. During their turn, players roll the dice as many times as they want. They should keep a running total of the numbers. Players can hold their score by passing on the die to their opponents. Once you pass the die to your opponents, mark your total for the round.

\*IF a 1 is rolled during your turn, you got the PIG! Your running total turns to a zero and you must start your running total again. 🡨You can make the zero into a pig’s nose.

3. Play 10 rounds and total your score. The team with the highest total is the winner.

Variations:

* Students can play with one die (one digit numbers) or two dice (two digit numbers).
* Students can multiply to find running products instead of adding to find running totals with one- or two- digit numbers.

What questions you will ask as students are engaged in the activity to surface the mathematics?

\*What strategies did you use to total your running record of your one- or two- digit numbers?

\*How did you know when to keep rolling and when to pass the dice to your partner to end the round?

\*How would you change the game to make it more challenging?